

Drigagoonie

Some hypellos strive to overcome their natural limitations on land, giving up on their natural swimming prowess to strengthen their legs. A select few can do both just as well, gracefully leaping through the air as if they were swimming underwater.

The drigagoonie is an archetype of the dragoon class, available only to hypello dragoons.

Archetype Main Ability Scores: The drigagoonie mainly focuses on STR/DEX for martial combat and STR and DEX for their class features.

Archetype Feature Replacements: 1st - [Weapon Proficiency](#), [Limit Break \(Bahamut Leaps\)](#), [Strengthened Agility](#), [Shaft Trip](#). 4th - [Hardy Landing](#), [Vault](#). 9th - [Sweeping Fend](#), [Tail Sweep](#). 17th - [Ranged Set vs. Charge](#).

Limit Break (Su): At 1st level, the drigagoonie receives the Limit Break (Bubble Shield):

Bubble Shield (Su): This Limit Break surrounds the drigagoonie with bubbles, granting him a +2 dodge bonus to AC and a +1 resistance bonus to Reflex saves. The AC bonus increases by +2 and the Reflex save bonus increases by +1 for every four dragoon levels after the 1st. This effect lasts 1 round + 1 round for every four dragoon levels after the 1st. This limit break requires a swift action.

This ability replaces the Limit Break (Bahamut Leaps).

Sky Swimming (Ex): At 1st level, a drigagoonie may use his Swim skill in place of his Acrobatics skill when making jump checks, and may jump while underwater. He does not add his racial bonus to Swim checks made out of water.

This ability replaces strengthened agility.

Amphibious Acrobat (Ex): At 1st level, all dragoon class features and acrobatic talents that affect or use the drigagoonie's Acrobatics skill may affect or use his Swim skill.

This ability replaces shaft trip.

Current Resistance (Ex): At 4th level, a drigagoonie is better at swimming against the current of rivers and oceans. If he chooses to, he is moved 10 ft. less by the current of running water each round. This increases by 5 ft. for every 2 dragoon levels after 4th, until 20th level where he may ignore being carried by the current entirely.

This ability replaces hardy landing.

Paddle (Ex): At 4th level, the drigagoonie can use his wielded spear, lance, or polearm that deals piercing damage to move more gracefully, in or out of water. If he does not already have a racial swim speed, he gains a 10 ft. swim speed and the +8 racial bonus to Swim checks for having a swim speed when wielding one of the specified weapons. If he already has a racial swim speed, he adds 5 ft. to his base land speed when wielding one of the specified weapons. The drigagoonie can apply his racial Swim bonus to Swim checks made on land or while swimming in liquids that aren't water, such as acid (harmful liquids still cause damage as normal).

This ability replaces vault.

Ride ze Waves (Ex): At 9th level, a drigagoonie may add his Strength modifier in addition to his Dexterity modifier to his initiative rolls made while swimming.

This ability replaces sweeping fend.

Shoopuff Launch (Ex): At 9th level, the drigagoonie can perform a special bull rush as a full-round action. He chooses up to 3 enemies he threatens with a spear, lance, or polearm that does piercing damage, and performs a bull rush maneuver against each of them separately. This bull rush does not provoke attacks of opportunity, but he cannot move with any of his targets. At 14th level, he may ready an attack against a creature that enters his threatened area as a free action after performing these bull rush maneuvers. The drigagoonie may use this ability a number of times per day equal to 3 + his Strength modifier.

This ability replaces tail sweep.

Deadly Set vs. Charge (Ex): At 17th level, a drigagoonie can use the momentum of his enemies against them. Whenever he sets vs. a charge and a charging creature enters his reach, he may use his Deadly Lancer class feature as if he had jumped and charged, in addition to the doubled damage from setting vs. a charge. He must make a skill check to determine Deadly Lancer damage as normal, and the damage from Deadly Lancer is not doubled.

This ability replaces ranged set vs. charge.